ABSTRACT OF THE DISCLOSURE

A method and apparatus for mapping a texture onto a surface of a computer generated object represented by a plurality of pixels, where the mapping of the texture is dependent upon the geometric shape of the object. The method includes the steps of dividing a texture map comprising a plurality of textels into blocks, determining two block values for each block which are representative of the textel values for that block, compressing the texture map, and mapping said compressed texture map onto the surface of the computer generated object. The apparatus including a texturing unit comprising a RAM for storing block and textel values, a decompression unit for decompressing the textel values, an interpolator interpolating values from the decompressed textel values, and an averaging unit for determining an average value from the interpolated values.